

SHREEYA SHETYE

3D Character + Environment Artist

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CONTACT

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EDUCATION

RINGLING COLLEGE OF ART AND DESIGN

Bachelor of Arts Visual Studies

Additional: Computer Animation

SKILLS

- Maya
- Zbrush
- Photoshop
- Substance Painter
- Renderman
- Arnold
- Nuke
- Marmoset
- SpeedTree
- Adobe Creative Cloud
- Shotgun
- Figma
- Asana
- Unity
- Unreal Engine

EXPERIENCE

META @ PRO UNLIMITED

3D Artist October 2021 - Present Los Angeles, CA

- Designed, sculpted, and rendered high fidelity stylized character models for Avatars, ensuring authenticity across diverse identities
- Collaborated with engineering and data science teams to maintain performance constraints while delivering impactful avatars
- Contributed to creating body model variations that enhance Meta's avatar creation system for Oculus VR

NICKELODEON ANIMATION

Character Visual Development Sculptor April 2021 - May 2021 Burbank, CA

- Sculpted hero characters for feature development on *Teenage Mutant Ninja Turtles Next Chapter*
- Worked closely with the Director and Production Designer to design 3D maquettes of main characters

PSYOP

3D Modeler July 2020 - October 2021 Los Angeles, CA

- Sculpted lead characters and props for Aldi, Clash of Clans, EA Apex spots
- Set dressed stylized environments with an emphasis on detail and design
- Optimized UV layouts and topology for surfacing and rigging purposes

CHROMOSPHERE

Freelance Character Modeler March 2020 - May 2020 Glendale, CA

- Modeled and surfaced low poly, flat characters for Kevin Dart's original concept, *Yuki 7*

DREAMWORKS TV ANIMATION

CG Generalist - Modeler August 2018 - January 2020 Glendale, CA

- Modeled hard-surface and organic props for *Fast and the Furious Spy Racers*
- Reviewed outsourced and in-house assets for the DreamWorks TV production pipeline
- Collaborated with Modeling, Rigging, Surfacing artists to implement asset specific needs

DREAMWORKS ANIMATION

Modeling Trainee June 2018 - August 2018 Glendale, CA

- Modeled characters and props for feature production on *Trolls 2* and *Abominable*
- Visualized two-dimensional concepts into three-dimension while retaining story and character
- Worked closely with CG Supervisors, Art Directors, and coworkers to successfully give and receive feedback for integration and improvement of storytelling